



# MISSION: RED PLANET™

## SETUP




- **Prepare Game Board and Construct Launchpad:** # of docks = # of players.
- **Place global “Ice Monopoly”** global mission card faceup near the board.
- **Prepare Ships:** Draw and place ship cards on the launchpad (1 per dock). If there is no Phobos destination ship then place Phobos token on right-most card. Replace and shuffle unknown destination ships back into the ship deck.
- **Choose Colors:** Each player gets a **set of cards** and **astronauts** of a color, as well as a **secret mission card** (draw 2 and keep 1).
- **Place Resources:** Randomly place *one* **resource** facedown on each zone of Mars and *one* on Phobos.
- **Create Event Deck** consisting of all **action** and **discovery** cards, as well as all remaining **mission** cards.

## PLAYING THE GAME

**Game Round:** 10 rounds with multiple phases occurring in-between each round. A round consists of the following steps:

1. **Choose Character:** Each player chooses a character card and places it facedown in front of them.
2. **Resolve Character Effects:** Countdown from 9 to 1. When the number on your card is announced, reveal the card, and resolve the effect immediately (from top to bottom). If two or more players play the same card, resolve in clockwise order. Launch ships that are full (or due to character effect). Discard used character cards.
3. **Land Launched Ships** into indicated zones and unload astronauts. Flip over any facedown resource tokens.
4. **Draw New Docked Ships** and place into launchpad. Shuffle discard pile if empty.
5. **Assign New First Player:** The last player to play a card is the new player.
6. **Advance Round Tracker** by sliding the gauge clockwise by 1.

### Phases:

-  **Production Phase:** Each zone with a faceup resource token produces point tokens of its resource type equal to the number of dots shown in the production phase icon. Players who have the **majority** of astronauts in a zone receive the token(s). In case of a tie, evenly distribute the tokens (rounding down). Any remaining tokens remain in the zone. If there are no astronauts in a zone, the tokens remain in that zone.
-  **Reveal Discovery Phase:** Flip all discovery cards in play faceup. Each discovery card effect resolves during the phase indicated by the icon in the lower right of the card.
-  **Final Scoring Phase:** Players reveal their mission cards and determine if they were completed. The player(s) with the *most* ice point tokens gain the points for the “Ice Monopoly” global mission card (In case of a tie, divide points (rounded down) among tied players). Players then add their final score by adding up points from **completed missions** and the total value of all of their **collected point tokens**. They then add or subtract points from **discoveries** that affect them.

## WINNING THE GAME

- The player with the **most** points wins the game. In case of a tie, the tied player with the *largest* quantity of **point tokens** wins. If there is still a tie, the tied players share the victory.

## NOTES

- Event Cards: **Discovery cards** are assigned to any zone (excluding Phobos, Syrtis Major, and Valles Marineris) by sliding the card partially underneath the zone facedown. **Mission cards** are kept facedown in front of the player until the final scoring phase. **Actions cards** are kept facedown in front of the player until the text specifies when to play them.
- Destination Token: When a player is the first player to place an astronaut on a ship with an **unknown destination**, that player chooses and places a **destination token** on it.
- Dead astronauts go to the **Lost in Space Memorial**.



# CARD CLARIFICATIONS

- Taken from page 6 of the Fantasy Flight Games rulebook.
- This section addresses rule questions that may arise during the game.

## CHARACTER CARDS

- All character effects are mandatory and must be fully resolved, if possible. If it is not possible to fully resolve the effect, then it should be resolved as fully as possible. The Travel Agent's effect, which must be fully resolved or not at all, is the only exception to this rule.
- A player must fully resolve his character's effect before any full ships can launch.  
*Example: The red player chooses the Saboteur. When he reveals it during the next step, there is only one docked ship at the launchpad. He must place one of his astronauts on the docked ship, which becomes full. Then, he must destroy that ship before it launches.*
- **9 Recruiter:** The player takes all of his played character cards back into his hand, including the Recruiter card.
- **8 Explorer:** To make a move, the player moves one of his astronauts from its current zone to an adjacent zone. The same astronaut can be moved multiple times. When a player moves an astronaut to a zone with a facedown resource token, he flips that token faceup.
- **7 Scientist:** After looking at a facedown discovery card, the player returns it facedown to its assigned zone. If all outer zones already have a discovery card assigned to them and the player draws a discovery card, he discards it faceup next to the event deck and looks at a facedown discovery card in play.
- **6 Secret Agent:** The player can force a ship that has zero astronauts on board to launch.
- **5 Saboteur:** All astronauts on a destroyed ship are killed and placed on the Lost in Space Memorial, and then the destroyed ship is discarded.
- **4 Femme Fatale:** The "replace" effect can target astronauts in a docked ship, a launched ship, or any zone of Mars (including Phobos) in which at least one of his own astronauts is already present. The replaced astronaut is killed and placed on the Lost in Space Memorial.
- **3 Travel Agent:** If there is not a docked ship with room for at least three more astronauts, the player ignores this effect and skips his turn.
- **2 Soldier:** The "kill" effect can target astronauts in any zone except Syrtis Major and Valles Marineris. A player can kill his own astronauts. Astronauts that are moved at the same time are not required to go to the same zone. The player must move at least one astronaut.
- **1 Pilot:** The "place a destination token" effect can target either a docked ship or a launched ship. Destination tokens can be *placed on top of other destination tokens, thus changing that ship's destination again.*

## EVENT CARDS

### Action Cards

- Action cards are kept hidden together with mission cards.

### Discovery Cards

- Discovery cards can be assigned to any zone **except** Phobos, Syrtis Major, and Valles Marineris.
- Each zone (including Tritonis Sinus) can have at most one discovery card assigned to it, and assigned discovery cards cannot be removed, overridden, or replaced.
- Discovery cards have effects that can resolve when revealed (during the reveal discovery phase), during the third production phase, or during the final scoring phase.
- **Even Ground & Uneven Ground:** These card effects apply only during the third production phase. During the final scoring phase, each player is treated as having his actual number of astronauts in the zone.
- **Mining Incident vs. Synergy:** When "Mining Incident" affects a zone that is also affected by "Synergy," "Mining Incident" takes precedence; no point tokens are placed in that zone.
- **Subterfuge:** In case of a tie for second-most astronauts, those tied players evenly distribute the point tokens. In case of a tie for most astronauts, those tied players evenly distribute the point tokens as normal. If only one player has astronauts in this zone, the point tokens stay in the zone.

### Mission Cards

- A few mission cards award the owning player "1/2/4/7 points" for having "at least 1 astronaut in 1/2/3/4 of the red zones." Depending on how many zones in which his astronauts are present, the owning player gains points matching the sequence (e.g., if the player is present in only one of the red zones, he gains 1 point; if the player is present in all four red zones, he gains 7 points).
- A few mission cards award the owning player points if he has "the most" of something. If the owning player is **tied** for the most, the mission counts as being completed and he gains the points indicated on the card.
- **Strategic Zones:** The owning player gains points for this mission card if he has the highest number of total astronauts in Syrtis Major and Valles Marineris. He is not required to have majority in either zone.